**Basic Bridge II Convention Card**

by Richard Pavlicek

Play duplicate bridge the easy way!

The convention card at the right is filled out according to the methods taught by Richard Pavlicek to intermediate-level players. More specifically, it is based on his *Bridge Bidding Guide*. It can be used whenever you play duplicate bridge to avoid the burden of filling out a card each time.

If you and your partner have other agreements, enter them in the appropriate place. Print legibly, since the purpose of the card is for your opponents to understand your system. If any existing text conflicts with your agreements, white it out before editing.

You have my permission to make as many copies of this sheet as desired. For best results, prepare a master copy for each of your regular partnerships, then copies can be made as needed to avoid wear and tear on the original.

To detach the card from this sheet, make one cut exactly 8 inches from the right side to produce a standard-sized card 8 inches × 8.5 inches.

### Special Doubles
- Negative double → 4 ♦

### Direct NT Overcalls
- 1 NT = 16 to 18 HCP (respond as to opening)

### Simple Overcall
- 5+ cards, 10 to 18
- Simple response = 8-11
- Jump response = 12-14

### Vs. All NT Openings
- Double = 16+ HCP
- Suit bids = natural

### Jump Overcall
- Weak (same as opening)

### Over Opp’s T/O Dbl
- New suit = nonforcing
- Redouble = 10+ HCP (or 11+ support points)

### Opening Preempts
- Light, usually based on rule of 2-3-4

### Vs. Enemy Preempts
- Takeout double → 4 ♦

### Psychics
- Never

### Direct Cue-bid
- Strong

### Slam Conventions
- Gerber 4 ♦ (jump over 1 NT or 2 NT)
- Blackwood 4 NT

### Defensive Card Play

#### Opening leads vs. Suits: 4th best

<table>
<thead>
<tr>
<th>AKx</th>
<th>KQx</th>
<th>QJx</th>
<th>J10x</th>
<th>10x</th>
<th>KJ10x</th>
</tr>
</thead>
<tbody>
<tr>
<td>K10x</td>
<td>Q10x</td>
<td>xxxxx</td>
<td>xxxx</td>
<td>xx</td>
<td>xxx</td>
</tr>
</tbody>
</table>

#### Opening leads vs. NT: 4th best

<table>
<thead>
<tr>
<th>AKJx</th>
<th>AQJx</th>
<th>AJ10x</th>
<th>A109x</th>
<th>KQ109x</th>
</tr>
</thead>
<tbody>
<tr>
<td>KQJx</td>
<td>K109x</td>
<td>1098</td>
<td>KQ10x</td>
<td>1098</td>
</tr>
<tr>
<td>J109x</td>
<td>1098x</td>
<td>xxxxx</td>
<td>xxx</td>
<td>xxx</td>
</tr>
</tbody>
</table>

Signals: Attitude when partner leads

### Notrump Opening Bids

- 1 NT = 16 to 18 HCP
- 2 ♣ = Stayman
- 3 ♣ or 3 ♦ = weak
- 2 ♣ followed by 3 ♣ or 3 ♦ = forcing to game

- 1 NT = 21 to 22 HCP
- 2 NT = 25 to 26 HCP

After a double: Stayman is off
After an overcall: cue-bid = Stayman

### Major Openings
- 5+ cards
- Double raise = forcing (limit in competition)
- 1 NT = 6 to 10
- 2 NT = 13 to 16
- 3 NT = 17 to 18

### Minor Openings
- 3+ cards
- Double raise = forcing (limit in competition)
- 1 NT = 6 to 10
- 2 NT = 13 to 16
- 3 NT = 17 to 18

### 2 ♣ Strong (typically 23+) and artificial
- 2 ♣ = 0-7 HCP, other responses = 8+ HCP

### 2 ♦ 5 to 11 HCP, 6 diamonds
- 2 NT only force asks for feature if not min.

### 2 ♦ 5 to 11 HCP, 6 hearts
- 2 NT only force asks for feature if not min.

### 2 ♠ 5 to 11 HCP, 6 spades
- 2 NT only force asks for feature if not min.

### Other Conventional Calls